C++ is a statically-types, free-form, usually compiled, multi-paradigm, general-purpose middle-level programming language based on C. It was developed by Bjarne Stroustrup in 1979.

Most of today’s Operating systems, System Drivers, Browsers, and games use C++ as their core language.

Features of C++

C++ is a multi-paradigm language that supports at least seven styles of programming. The general purpose of C++ is to develop games, desktop apps, Operating systems, browsers etc. The speed performance is exceptional and used a compiler to run its code. Due to its complex problems and code, you can use the Object-oriented method to use the problems into smaller sets by using objects with a clean modular. Once you learn C++, it is much easier to learn other programming languages. C++ helps you understand the internal architecture of a computer on how it stores and retrieves information.

In order to learn C++ or any other programming language, you need to practice it daily for an auple of hours with tutorials, examples, and even references. Also, make sure to look up its documentation and other open-source projects.

C++ also contains its standard library ( Standard template library - STL ) which contains efficient algorithms that you can use extensively while coding your own projects.

This makes it save a lot of time on programming effort

C++ remains to be irreplaceable due to its development in many things.

Due to its Middle-level language, the code you write interacts directly with the internal hardware of the computer to make you understand the architecture of the computer.

It has a large active community with numerous forums and Open-source projects.

Practice coding by learning what the code does and writing its program., see what error occurs and learn from it.

Do follow the C++ standard when programming which may be helpful when advancing in C++

The C++ communities are Stack Overflow, Code chef, and Code project

Learn Library Functions

Compilers for VS code

Mingw

WSL

Intellisense

Intellicode

C++ type conversion

Implicit and Explicit

Type conversion operators

Static\_cast

Dynamic\_cast

Const\_cast

Reinterpret\_cast